

# REFERENCE SHEET

for Amstrad PC, Commodore PC, IBM PC and compatibles

## REQUIRED EQUIPMENT

To play this adventure you will need an IBM PC or compatible with at least 128k of memory and one or more floppy disk drives. MSDOS or PCDOS version 2.11 or greater is required.

## BEFORE YOU START

You will almost certainly want to save the state of the game at various times during play. You should format at least one blank disk before starting the game: you cannot format a new disk once the game has started. Save files are not created in a standard format, and any other data on a disk that you use for game saves will be corrupted.

## STARTING THE GAME

Power up the system in the normal way, then when the system prompt **A>** appears type **CQ** and press **RETURN**.

## SAVING THE STATE OF THE GAME

There are two ways to save the game: to disk or to memory. Saving to memory is very fast, but of course when you switch your computer off the information will be lost. When you type **SAVE** while playing an adventure the computer will offer these options in turn:

### *Save to memory*

If you type **y** and press **RETURN** the program will respond **Completed** and the game will continue. When you save to memory any previous memory save is overwritten.

If you wish to save to disk instead type **n** and press **RETURN**.

### *Save to disk*

The program will display the message **Enter disk save file number (0-9)?**. You can save up to 10 different files on one disk. If you wish to create additional save files you will need further disks. Enter a number from 0 to 9, and press **RETURN**. The program will respond **Ensure save disk is in drive A, then press RETURN when ready**. Insert your save disk in drive A, then press **RETURN** again. Instead of saving immediately, the program gives you a chance to abort the save if you have made a mistake by displaying **Continue?**. If you type **y** then the game will be saved, but if you type **n** the save will not take place. When the save is complete the message **Completed** will appear, and the game will continue - unless a disk error occurs, in which case the message **Failed** will be displayed.

## RESTORING THE GAME

If you have saved the game you can restore the state of play at any time by typing **RESTORE** during the game. You can restore from memory or disk, though when you save to memory that data is lost when you quit the game, or power off your computer. The instructions displayed are much the same as for saving: the message **Restored** will appear when the restore process is complete.

## MACRO INSTRUCTION KEYS

The function keys **F1**, **F3**, **F5**, and **F7** are used to recall macros that have previously been created. To create a macro type the command line, then press **F2**, **F4**, **F6**, or **F8** (**F2** corresponds to **F1** and so on).